SECTION Z

HELPFUL HINTS

PAUL BIEDERMAN, TECHNICAL SERVICES
CAPCOM USA.

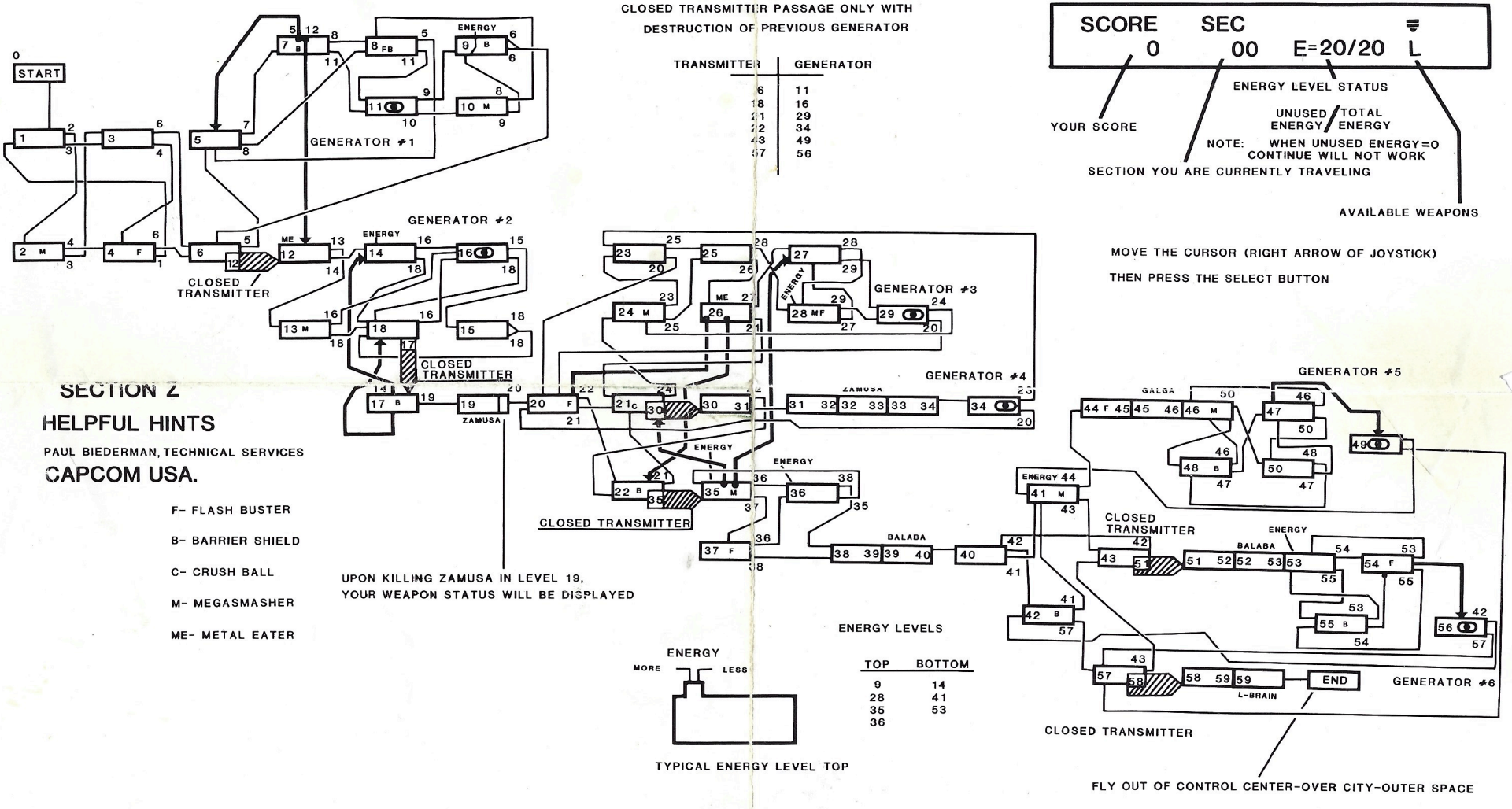
F- FLASH BUSTER

B- BARRIER SHIELD

C- CRUSH BALL

M- MEGASMASHER

ME- METAL EATER



CLOSED TRANSMITTER PASSAGE ONLY WITH DESTRUCTION OF PREVIOUS GENERATOR

TRANSMITTER	GENERATOR
6	11
18	16
21	29
32	34
43	49
57	56

UPON KILLING ZAMUSA IN LEVEL 19, YOUR WEAPON STATUS WILL BE DISPLAYED

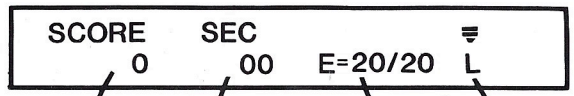
ENERGY

TYPICAL ENERGY LEVEL TOP

ENERGY LEVELS

TOP	BOTTOM
9	14
28	41
35	53
36	

STATUS INDICATORS



YOUR SCORE

ENERGY LEVEL STATUS

UNUSED ENERGY / TOTAL ENERGY

NOTE: WHEN UNUSED ENERGY=0 CONTINUE WILL NOT WORK

SECTION YOU ARE CURRENTLY TRAVELING

AVAILABLE WEAPONS

MOVE THE CURSOR (RIGHT ARROW OF JOYSTICK)

THEN PRESS THE SELECT BUTTON

FLY OUT OF CONTROL CENTER-OVER CITY-OUTER SPACE